TALES OF THE WORLD
Radiant Mythology™

TEEN
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T
CONTENT RATED BY
CONTENU ÉVALUÉ PAR
ESRB

BANDAI NAMCO™
Games

For safe use of this product, carefully read the following section of this manual and the Precautions section of the instruction manual supplied with the PSP® (PlayStation®Portable) system before use. Retain both this software manual and the instruction manual for future reference.

⚠WARNING: PHOTOSENSITIVITY/EPILEPSY/SEIZURES

A very small percentage of individuals may experience epileptic seizures or blackouts when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a screen or when playing video games may trigger epileptic seizures or blackouts in these individuals. These conditions may trigger previously undetected epileptic symptoms or seizures in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition or has had seizures of any kind, consult your physician before playing. IMMEDIATELY DISCONTINUE use and consult your physician before resuming gameplay if you or your child experience any of the following health problems or symptoms:

- dizziness
- altered vision
- eye or muscle twitches
- loss of awareness
- disorientation
- seizures
- any involuntary movement or convulsion

RESUME GAMEPLAY ONLY ON APPROVAL OF YOUR PHYSICIAN.

Use and handling of video games to reduce the likelihood of a seizure

- Use in a well-lit area and keep a safe distance from the screen.
- Avoid prolonged use of the PSP® system. Take a 15-minute break during each hour of play.
- Avoid playing when you are tired or need sleep.

Stop using the system immediately if you experience any of the following symptoms: lightheadedness, nausea, or a sensation similar to motion sickness; discomfort or pain in the eyes, ears, hands, arms, or any other part of the body. If the condition persists, consult a doctor.

Do not use while driving or walking. Do not use in airplanes or medical facilities where use is prohibited or restricted. Set the PSP® system's wireless network feature to off when using the PSP® system on trains or in other crowded locations. If used near persons with pacemakers, the signal from the PSP® system's wireless network feature could interfere with the proper operation of the pacemaker.

Use and handling of UMD™

• This disc is PSP® (PlayStation®Portable) format software and is intended for use with the PSP® system only. If the disc is used with other devices, damage to the disc or to the device may result. • This disc is compatible for use with the PSP® system marked with FOR SALE AND USE IN U.S. ONLY. • Depending on the software, a Memory Stick Duo™ or Memory Stick PRO Duo™ (both sold separately) may be required. Refer to the software manual for full details. • If paused images are displayed on the screen for an extended period of time, a faint image may be left permanently on the screen. • Do not leave the disc in direct sunlight, near a heat source, in a car or other places subject to high heat and humidity. • Do not touch the opening on the rear of the disc (recording surface of the disc; see drawing). Also, do not allow dust, sand, foreign objects or other types of dirt to get on the disc. • Do not block the opening with paper or tape. Also, do not write on the disc. • If the opening area does get dirty, wipe gently with a soft cloth. • To clean the disc, wipe the exterior surface gently with a soft cloth. • Do not use solvents such as benzine, commercially-available cleaners not intended for CDs, or anti-static spray intended for vinyl LPs as these may damage the disc. • Do not use cracked or deformed discs or discs that have been repaired with adhesives as these may cause console damage or malfunction. • SCE will not be held liable for damage resulting from the misuse of discs.

Recording surface

Ejecting the disc

Press the right side of the disc until it is in the position shown in the drawing and then remove it. If excess force is applied this may result in damage to the disc.

Storing the disc

Insert the bottom side of the disc and then press on the top side until it clicks into place. If the disc is not stored properly, this may result in damage to the disc. Store the disc in its case when not in use and keep in a place out of the reach of children. If the disc is left out this may result in warping or other damage to the disc.

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Introduction

Terresia – a world whose inhabitants lived peacefully under the blessings of the World Tree.

One day this world came under attack as the Devourer, a demon from another world, destroyed most of the land.

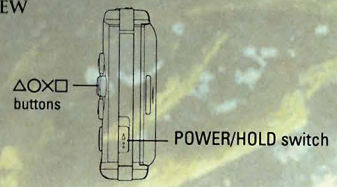
The people of Terresia lived in constant fear of losing their entire world.

The World Tree protected Terresia and its people from the Devourer, but its powers became weaker with each passing day.

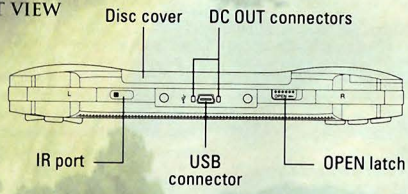
With what remained of its powers, the World Tree created one last hope – you.

You descend upon the land of Terresia, its fate resting in your hands.

RIGHT SIDE VIEW



FRONT VIEW



Set up your PSP® (PlayStation®Portable) system according to the instructions in the manual supplied with the system. Turn the system on. The power indicator lights up in green and the home menu is displayed. Press the OPEN latch to open the disc cover. INSERT the **TALES OF THE WORLD: Radiant Mythology™** disc with the label facing away from the system, slide until fully inserted and close the disc cover. From the PSP® system's home menu, select the Game icon and then the UMD icon. A thumbnail for the software is displayed. Select the thumbnail and press the ⊗ button of the PSP® system to start the software. Follow the on-screen instructions and refer to this manual for information on using the software.

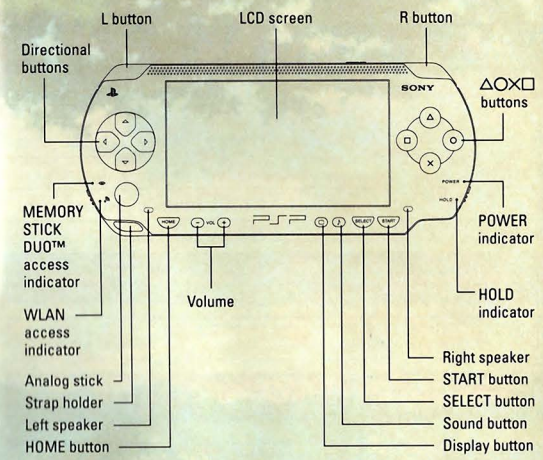
NOTICE: Do not eject a UMD™ while it is playing.

MEMORY STICK DUO™

Warning! Keep Memory Stick Duo media out of reach of small children, as the media could be swallowed by accident.

To save game settings and progress, insert a Memory Stick Duo into the memory stick slot of your PSP® system. You can load saved game data from the same memory stick or any Memory Stick Duo containing previously saved games.

PSP® (PLAYSTATION®PORTABLE) SYSTEM CONFIGURATION



For detailed instructions on the game controls, please refer to the Game Controls section on pages 4-5.

GAME CONTROLS

For detailed instructions on the game controls, please refer to this manual or the button help screen (see below).

BASIC CONTROLS

Here are the basic controls for this game:

Directional buttons	Change selection
✕ button	Confirm, turn page
○ button	Cancel, return to previous screen
△ button	Display menu screen
L button, R button	Toggle screens
HOME button	Quit game

NORMAL MAP CONTROLS

Directional buttons, analog stick	Move character
✕ button	Talk, search
○ button	Display menu screen
R button	Camera reset (R button + directional buttons to move camera)
START button	Leave (return to World Map or town menu)
SELECT button	Toggle Mini Map

BATTLE MENU CONTROLS

L button	Change Strategy
START button	Change characters
SELECT button	Change control modes

BATTLE SCREEN CONTROLS

Directional buttons	Dash, jump, select target
Analog stick	Free run
✕ button	Normal attack
○ button	Use artes
△ button	Display battle menu
□ button	Guard, cancel spell casting
L button	Shortcut for artes
R button	Change targets
START button	Pause game

Note: When the control mode is in Semi-Auto, you can jump by pressing the □ button and the up button.

ABOUT BUTTON HELP

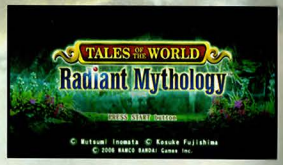
In certain screens such as the Menu Screen or the Shop Screen, a button help menu will be displayed at the upper right corner of the screen.

STARTING THE GAME

When you turn on the game, the opening movie will begin. The Title Screen will appear once the movie ends or by pressing the START button during the movie.

TITLE SCREEN

Press the START button at the Title Screen to display 3 menu items. Use the directional buttons to select a menu item and press the ✕ button to confirm.

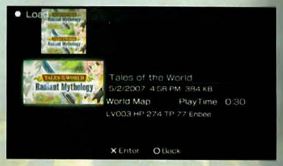


NEW GAME

Create your main character and start the game from the beginning.

CONTINUE

If you have saved game data, you can continue play from where you left off. Use the directional buttons to select the game data and press the ✕ button to confirm. Once the game data finishes loading, press the ◯ button to play.

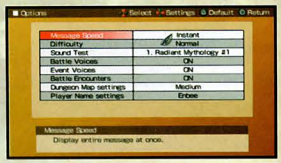


ABOUT SAVING

You can save the game by opening the Menu Screen at any time except during battle and selecting "System Options." When you are in a dungeon, however, you can only save when you are standing over a save point. A Memory Stick™ with at least 448KB of memory is required to save.

OPTIONS

You can change various game settings in this menu. Once you've finished changing the settings, press the ◯ button to return to the Title Screen.



** Changes made in the OPTIONS menu will be reflected when you select NEW GAME.*

*** You can also select System ➡ Options from the Menu Screen to change game settings. In this case, if you select "Apply changes" after pressing the ◯ button, the changes in setting will be applied to the current game.*

MESSAGE SPEED: Adjust message display speed.

DIFFICULTY: Change game difficulty. This option will be available once you clear the game.

SOUND TEST: Play back various sounds from the game. This option will be available once you clear the game.

BATTLE VOICES: Turn battle voices ON/OFF.

EVENT VOICES: Turn event voices ON/OFF.

BATTLE ENCOUNTERS: Turn camera effect ON/OFF when entering battle.

DUNGEON MAP SETTINGS: Change initial size of the Mini Map displayed while moving in a dungeon.

PLAYER NAME SETTINGS: Change the name of the main character.

CHARACTER CREATION

If you select NEW GAME from the Title Screen, you will create a main character before starting the game.

CREATING YOUR CHARACTER

1) Select each of the 7 features of the character: Gender, face, hair color, skin color, battle voice (press the △ button to hear the voice), initial job, and name.

2) Once you have selected all 7 features, a confirmation screen will appear. Press the ✕ button to confirm.

3) When the confirmation message appears, select "Yes" to begin the game or "No" to go back and create your character again. Note that once the game starts, you can only change the character's name and job, so choose carefully.

ABOUT JOBS (CLASSES)

The main character can take on a variety of jobs and those jobs will determine what items can be equipped or what artes can be learned.

When you start the game you can choose from 4 types of jobs and the difficulty at the beginning of the game will vary based on which job you have assigned to the main character.

DIFFICULTY BASED ON JOB TYPE

Warrior.....Easy to control, recommended for beginners.

Thief.....Recommended for beginners and intermediate players.

Priest.....Recommended for advanced players.

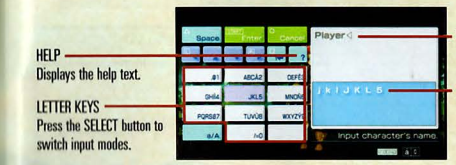
Mage.....Recommended for advanced players.

NAME ENTRY

You can use up to 8 letters in your main character's name.

When the Name Entry Screen appears, move the cursor over the letter keys, and then press the ✕ button to change the letters and press the START button to confirm. Once you have entered your character's name, press the START button again to complete the name entry.

** The character's name can be changed during the game by selecting "Player Name Settings" from the Options menu.*



NAME ENTRY CONTROLS

✕ **button**	Confirm, change letters
○ **button (or "Cancel")**	Cancel entry
△ **button or ("Space")**	Insert space
□ **button or (Delete button)**	Delete letters
L button, R button (or cursor buttons)	Move cursor
START button (or "Enter")	Confirm entry

HOW TO PLAY

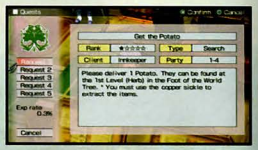
You progress through the story and the game by accepting and completing various quests. The following steps will help you proceed through the adventure smoothly.

1) EXPLORE THE TOWN AND GATHER INFORMATION

The town will be your home base. You can find Guilds, Inns, Tool Shops and other facilities in the town, as well as talk to many of the inhabitants.

2) ACCEPT QUESTS

You can go to the town Guild to receive a quest. Make sure to accept a quest before venturing out of town. The quests vary from eliminating monsters to obtaining items.



3) PREPARE FOR THE JOURNEY

Some quests require specific items or powerful equipment to complete, so be sure to prepare yourself adequately before embarking on your journey. As you go through the game, you will meet other characters (including some from the Tales series), with which you can form parties. Joining forces with these characters will be essential in your journey.

4) WORLD MAP TO THE DUNGEON

Once you are prepared, go out to the World Map and head for the dungeon, where your quest awaits.

5) BATTLE YOUR WAY TO REACH YOUR OBJECTIVE

When you come into contact with the monsters roaming in the dungeon, you will go into battle. Victory will increase your EXP, which in turn will help you complete your quest.

6) COMPLETE THE QUEST

Once you have completed each quest, you will be rewarded with money or items. By receiving and completing various quests, you will be able to obtain important quests that are vital to the story.

ABOUT SKITS

Skits will sometimes occur when talking to one of the Tales series characters or entering a town location. Sometimes during these Skits you will be prompted to select a response. Depending on your choices, the outcome of the Skit may change as well as the characters' evaluation of you.

GAME SCREENS

You will progress through the game by traveling between the World Map, Towns, and the Normal Map. Once you enter battle, you will go into the Battle Screen. The menu can be displayed at each screen.

WORLD MAP SCREEN

The World Map shows a part of Terresia, the world in which the story takes place. Move the character using the directional buttons, and press the ✕ button to enter a location. When entering the town you will see the Town Menu Screen, and when you enter the dungeon you will see the Normal Map Screen.

AREA CHANGE DISPLAY
This will show up as the story progresses. When this display appears, you can press the L button or R button to move to another area in the World Map.

CURRENT POSITION

MENU SCREEN

Press the △ button to display the Menu Screen and make changes to your artes settings as well as Strategy settings for battle. Note that the menu that appears during battle is different from the normal Menu Screen.

TOWN MENU SCREEN

This screen will appear when you enter the town. If you enter the town facilities, the screen will switch to the Normal Map.

NORMAL MAP SCREEN

You can receive quests and buy items in town. In dungeons, where you will go to complete your quests, you will encounter battles with monsters.

BATTLE SCREEN

This screen will appear when you come into contact with monsters inside dungeons.

NORMAL MAP

When you enter a dungeon from the World Map or enter a town facility from the Town Menu Screen, the Normal Map screen will be displayed.

OVERVIEW OF THE NORMAL MAP

There are two types of Normal Maps: one for towns and the other for dungeons. When inside a dungeon, press the SELECT button to change the size of the Mini Map or toggle its display on and off.

EXCLAMATION MARK
Indicates that the character is the client of the current quest client or a participant for a Skit.

MINI MAP
The red mark indicates your direction and heading. Treasure boxes will be indicated by a green mark, and herb and ore search points will be indicated by yellow.

MAP CHANGE LINE
Indicates the point where the map changes. Press the ⊗ button to move to another map.

MONSTER SYMBOL
If you touch this symbol you will enter battle.

MOVEMENT AND CAMERA CONTROLS

You can only move or reset the camera inside dungeons.

Move .....Directional buttons or analog stick

Move camera .....R button + directional buttons

Reset camera .....R button (resets camera to the direction you are facing)

TALK AND EXAMINE

When you come across a character that you can talk to or object you can examine, its name will appear at the lower right side of the screen. Press the ⊗ button when this happens to talk or examine. In addition to characters or map change lines, the following objects can be examined.

OBJECTS THAT CAN BE EXAMINED

Treasure box: Contains items. Blue treasure boxes are locked and can be opened with items like a "Copper Key."

Search points: Once you examine the search point, you can use items like a "Copper Sickle" to gather vegetables and plants. Also, you can examine and gather ore with items like a "Copper Pickaxe."

Door: Examine the door to open it. Some doors can only be opened after certain conditions are met.

* *You can purchase sickles and pickaxes at a town's Tool Shop.*

EXITING THE NORMAL MAP

Unless you are in the middle of completing a quest, you can press the START button at any time to exit the Normal Map. Also, a message will appear near the entrance of the Normal Map, where you can press the ⊗ button to exit.

ENCOUNTERING MONSTERS

When you contact a monster symbol inside a dungeon, you will enter battle.

If a monster contacts you from behind, the screen will turn red as it enters battle, and your formation will be disrupted. Furthermore, when this happens you will not be able to escape from the battle.

TOWN

The town has a variety of facilities for you to receive quests, form parties with other characters and shop.

TOWN MENU SCREEN

When you enter the town from the World Map, the Town Menu Screen will initially appear. Use the directional buttons to select a facility, and press the ⊗ button to enter. Select "Exit town" to go back to the World Map.

QUEST DISPLAY
Indicates that there is a client inside the facility.

TOWN FACILITIES

Guild: Headquarters of the underground organization Ad Libitum, run by characters from the Tales series. You can change jobs and take on quests here.

Inn: You can form parties and see how the Tales series characters evaluate you here. Also, you can trade items using the ad-hoc mode on your PSP® (PlayStation®Portable) system.

Tool Shop: You can purchase items or use Grade Points to trade for materials here.

Blacksmith: You can purchase weapons and armor here.

Plaza, Houses: You can talk to the townsfolk and characters from the Tales series here.

ENTERING THE TOWN

When you enter the town from the World Map, the HP and TP as well as physical ailments of your entire party will recover fully. This will come in handy when you run out of ways to recover inside dungeons.

CHANGING JOBS

As you advance in the story, you will see a menu being displayed when you talk to the Guild Leader at the Guild. Select "Change Job" here to display a list of jobs you can change to. Select the job you want and press the ⊗ button. Note that if you are in the middle of completing a quest, or you don't have enough Grade Points for a job change, then you will not be able to change your job.

JOB LIST
Displays available jobs, level of each job and the Grade Points needed to switch.

AVAILABLE GRADE POINTS

ELITE JOBS

In addition to jobs like Warrior and Thief, which you can choose to be at the beginning of the game, there are elite jobs such as Swordsman and Fighter. You can switch among the basic jobs as often as you like, but in order to take on an elite job, you will need to advance further in the story and complete quests to obtain an invitation. You will also need Grade Points when you first change into an elite job.

MAIN CHARACTER LEVEL

Your character's level will increase separately for each job. For example, even if you were to attain level 10 as a Warrior, once you change jobs to Become a Thief, your level will go down to 1. However, if you change back to a Warrior. you will return to a level 10 status.

GUILD (QUEST)

When you talk to the receptionist at the Guild, the Quest Screen will appear. Select the quest you want to accept and press the ⊗ button, then select "Accept." Completing the quest will increase your fame, and you will also receive rewards such as money, items and Grade Points.

QUEST INFORMATION

Quest Name: Quests that you have already completed will have the words "Clear!" displayed next to them. A quest name in blue indicates that it is a main quest.

Difficulty: The more black stars that appear, the more difficult the quest.

Client: The person who commissioned the quest. Sometimes the client will accompany you on your quest.

Type: Shows the type of the selected quest, such as defeating monsters or searching for specific items.

Party: Shows the maximum number of participants for the selected quest (not including the client). For example, if the maximum number is 3, then you can only add 2 more characters to your party for that quest.

* *If a quest you have already completed shows up on the list, you can accept it again. However, completing the same quest will not increase the experience shown in the Quest List.*

ABOUT GRADE POINTS (GP)

Grade Points are necessary for changing jobs or acquiring materials at the Tool Shop. You can earn Grade Points by completing quests or winning battles.

COMPLETING QUESTS

There are two types of quests: main quests, which are requested by key characters, and sub quests, which are requested mainly by townsfolk. You need to complete the main quests successfully to advance in the story. Note, however, that the main quests will not occur unless your fame increases, so try to accept a lot of sub quests at first to improve your reputation.

1) Once you accept a quest, the receptionist will tell you where to find your client. Talk to the receptionist again to reconfirm where the client is located.

2) Look for the client. You will see an exclamation mark above the client's head. Talk to the client and begin your quest.

3) Once you complete the quest, report back to the client to officially clear the quest and get your reward. Your party will disband once the quest is cleared.

CANCELING A QUEST

You can only accept one quest at a time. You can cancel a quest by talking to the receptionist, but your fame and your companions' evaluations of you will decrease. Your party members will disband after you have cancelled a quest. To avoid this, choose some easy quests in the beginning.

INN

FORMING A PARTY

As you advance in the story, you will see a menu displayed when you talk to the innkeeper at the Inn: Party, Evaluation, and Ad-hoc Trade.

HOW TO FORM A PARTY

Select "Party" to add up to three characters to your party. Press the ⊗ button in the slot where you want to add the character. Select the character you want to add and press the ⊗ button again.

EVALUATION

You can find out what the characters from the Tales series you have met so far actually think of you. This evaluation will turn more positive as you travel with these characters and win more battles.

AD-HOC TRADE

You can use the ad-hoc mode on the PSP® (PlayStation®Portable) system to trade items with your friends. Note that each person will need to have his or her own PSP® (PlayStation®Portable) system as well as a game UMD®.

1) Turn the WLAN switch ON, and select someone to trade with.

2) Select the item selection slot and press the ⊗ button to set your item in the slot.

3) Once you set the item, press the ▢ button to change the "Status" display to "Confirm." The trade will occur once both parties complete this step.

* *The value of any item you have acquired through trade will be 1 Gald.*

TOOL SHOP

BUYING ITEMS

You can buy and sell items at the Tool Shop. First select "Buy" or "Sell" from the menu. Select an item, then use the left and right directional buttons to determine how many you want to buy or sell, and press the ⊗ button to confirm. You can purchase or sell multiple items at once.

EXCHANGE

Select "Exchange" from the menu in order to trade your Grade Points for items necessary to Craft. The Trade Screen works the same way as when buying or selling items.

MAP MASTER AND MAGIC MAPS

When you acquire a "Magic Map" during the game, you can enter the dungeon in an alternate world. Hand the Magic Map over to the Map Master in town and have him guide you.

* *Once you use a Magic Map it will disappear, and you will not be able to enter the same dungeon again.*

BLACKSMITH

Here you can purchase weapons and armor to equip the main character, or sell items. The steps to buy or sell are the same as the Tool Shop, but at the Blacksmith, the items are displayed by categories such as body armor and shields. Select an item and press the △ button to see detailed information of that item. Select an item and press the ▢ button to try it on.

MENU SCREEN

Outside of battle, press the △ button to display the Menu Screen and change various settings.

MAIN MENU SCREEN

The Main Menu Screen will be displayed first, with 9 menu items to choose from.

CHARACTER DATA
Shows the character's name, job, current level, experience points needed for the next level, and other data.

FAME
Increases when you complete quests, and decreases when you fail. Your fame will affect the story progression as well as the other characters' evaluation of you.

HOW TO READ THE CHARACTER DATA GAUGES

Shows remaining Hit Points. When it reaches 0 you are KO'ed.

Shows remaining Tech Points necessary to use artes.

This gauge fills up during battle, and is necessary to activate Over Limit and Unison Attacks. The words "Over Limit" will be displayed when the gauge is full.

ITEMS IN THE MAIN MENU SCREEN

Artes .....Change settings for artes used in battle.

Combo.....Change settings for Unison Attacks.

Equip .....Change equipment on the main character.

Item.....Examine or use items.

Strategy.....Change battle strategy and formation.

Status ..... Check character status.

Craft .....Create items or enhance equipped items.

Library.....Check quest details or monster data.

System .....Save and load game data.

ARTES

When you level up your character, you can learn magic artes and strike artes appropriate for the character's job. You can assign the artes you learned in the "Artes" menu to easily access them during battle. You can also change the control mode of the character here.

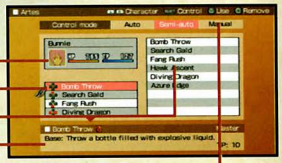
CHARACTER
If you have other party members, you can scroll through them with the L button and R button.

ASSIGN LIST

LIST OF ARTES YOU HAVE LEARNED

DESCRIPTION OF ARTES
Shows how many times you have used it (Count), the type of arte and amount of TP consumed.

CONTROL MODE
The active mode is highlighted in pink.



CHANGING THE CONTROL MODE

There are three types of control modes: Auto, Semi-Auto, and Manual. You can toggle through them with the SELECT button in the Artes Menu Screen. Note that you can only set one party member to Semi-Auto or Manual.

Auto: The character will act on its own during battle. You can set all party members to Auto.

Semi-Auto: Similar to Manual, but the character will automatically approach the monster when attacking.

Manual: You control all aspects of the character's actions.

MENU SCREEN

ASSIGNING ARTES IN SEMI-AUTO OR MANUAL CONTROL MODE

You can select artes from the battle menu, but if the control mode is in Semi-Auto or Manual, you can pre-assign the artes to a list, enabling you to use them during battle with a simple command.

1) Select a slot on the list where you want to assign the arte, and press the ⊗ button.
2) The cursor will move to a list of artes you have learned. Select one and press the ⊗ button to assign.

ASSIGNING ARTES IN AUTO CONTROL MODE

For characters with the control mode on Auto, you can set whether or not they use their artes during battle.

ASSIGNING SHORTCUTS

You can assign shortcuts to the magic or strike artes. You can assign shortcuts for any arte learned by the party members.

1) Select a character that has its control mode on Manual or Semi-Auto. Move the cursor to the bottom of the assign list.
2) Press the ↓ directional button to switch to the shortcut assign list. Select a slot on the list and press the ⊗ button.
3) Using the directional buttons or L and R buttons, select the character that holds an arte you want to assign to the list. Then decide on which arte to assign.

USING ARTES

Some magic artes that can be used outside of combat can be accessed through the Artes Screen. Select the arte you want to use, press the △ button, and select the target.

UNISON ATTACKS

When certain conditions are met during battle, you will be able to use Unison Attacks, in which all party members combine their attacks in sequence. In the "Unison" menu, you can assign an arte that each character will use during a Unison Attack.

ASSIGN LIST
Execute a Unison Attack using a combination of the directional buttons and action buttons. Each character in the party has specific buttons to which the artes can be assigned.

SETTING UP UNISON ATTACK

The steps to set up a Unison Attack are the same as assigning artes to characters on Semi-Auto or Manual control settings. Select which slot you want to assign to, then select the arte to assign. Note that you can only assign artes that can be used during a Unison Attack.

EQUIP

You can change the main character's equipment here. When changing the equipment, select which part you want to change from the parts list, then select the item to be equipped.

ITEM LIST
Shows the items that can be equipped with your current job.

PARTS LIST
There are 7 parts to equip—weapon, shield, head, body, arm, leg, and accessory.

Status: When you select an item to equip, the status list will appear showing changes in abilities (blue indicating an increase from the current value, red indicating a decrease).

MENU SCREEN

ITEM

Here you can examine or use the items in your possession. Items that are already equipped on the character will not show up on the list.

ITEM CATEGORY
Items will be displayed by category like "Tool" or "Valuables." Press the L button or R button to change categories.

ITEM LIST
The numbers next to the items indicate how many you currently have. Newly acquired items will have "New" next to them.

USING ITEMS

When the item category "Tools" is displayed, the item names in black (mainly recovery items) can be used. Move the cursor to the item you want to use and press the ⊗ button, then select the target to use the item on and confirm.

ABOUT SPECIAL ITEMS TO EQUIP

The names of some items that can be equipped will be displayed in colored text. These indicate special items that have added effects like "increase HP." These items may be dropped by monsters or can be crafted. If you've acquired such an item, select it and press the △ button to see the details.

STRATEGY / FORMATION

Here you can set up or change your strategy and formation for battles.

STRATEGY NAME

INDIVIDUAL SETTINGS
Indicates the behavior that characters set to Auto control mode will take while the strategy is being executed.

CHANGING STRATEGIES

You can change the battle plan for the entire party. Move the cursor to the strategy name and press the ⊗ button. Choose from the list of strategies below.

Default.....The optimal position and action setting for each job.
Charge.....Attack aggressively with magic and strike artes.
Hold Your Ground.....Fight while conserving TP.
Guard.....Take more defensive actions and conserve TP.

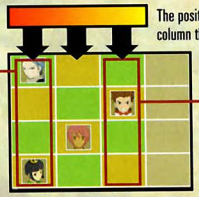
* *The above description applies to characters with default settings. If you change the individual settings, the character will behave accordingly.*

CHANGING INDIVIDUAL SETTINGS

Select a character and press the ⊗ button to change that character's position, action setting, TP usage, and target. Select the item you want to change and press the ⊗ button again. Adjust the bars using the left and right directional buttons, and change targets by selecting from a list. To confirm the settings, press the ○ button while no items are selected.

FORMATION

Press the L button or R button to confirm your party formation for the start of the battles. You can change the formation by moving the "Position" bar in the Individual Settings menu.



The position of the bar will determine which column the characters are assigned to.

BACK ROW
If a monster contacts from behind in the Normal Map, characters in the left column will be closest to the monster.

FRONT ROW
Characters in the right column will be closest to the monster when entering battle.

STATUS

Here you can see the information of each party member as well as change the main character's title (see following table). The information will be displayed in 4 separate screens, which you can toggle through using the left and right directional buttons. Press the L button or R button to change characters.

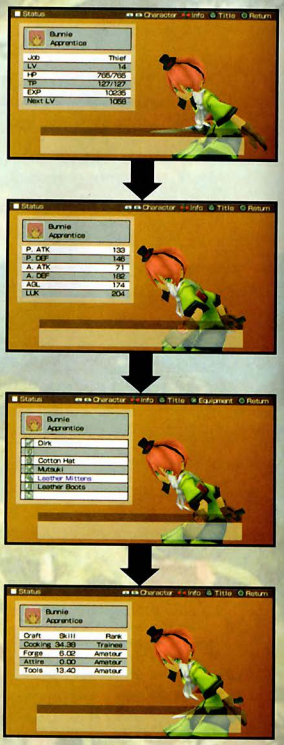
CHARACTER NAME AND TITLE

CHARACTER INFORMATION
(see following table)

CHARACTER ABILITIES
(see following table)

EQUIPMENT
You can check your characters' equipment. Press the ⊗ button to see each item's abilities as well.

CRAFT INFORMATION
You can check your crafting skill and rank. This information only pertains to the main character.



CHARACTER INFORMATION / ABILITIES

The following are descriptions of character abilities.

Job: The character's job.

LV (Level): The character's current level. Maximum is 250. Leveling up will increase abilities like HP, TP, and P. ATK.

HP: Represents the character's physical strength (Current value / Max value). When this reaches 0, you are KO'ed.

TP: Points needed to use artes (Current value / Max value).

EXP (Experience Points): You earn Experience Points when you win battles. Earning enough EXP will level up your character.

Next LV: EXP necessary to move up to the next level.

P. ATK: Determines damage inflicted during normal attacks or strike artes.

P. DEF: Determines damage received from normal attacks or strike artes.

M. ATK: Determines damage inflicted or recovery amount when using magic artes.

M. DEF: Determines damage received from magic artes.

AGL: Determines hit rate against the enemy and probability of a Critical occurrence.

LUK: Changes randomly and affects various aspects of the character. Does not increase when leveling up.

TITLE CHANGE

A title shows the rank and standing of a character, and some grant various bonuses. You can change the main character's title in the Status Screen. Press the △ button in the Status Screen, and select a title from the list and press the ⊗ button to confirm. You will earn more titles as you advance in the story.

MENU SCREEN

CRAFT

Here you can put together materials to create various items or enhance your equipment from the following menus.

Cooking: Modify ingredients into other kinds of ingredients, or create food (useful recovery items used in the Normal Map).

Forge: Treat ores to create raw materials for weapon enhancement, or use those raw materials to enhance your weapons and armor.

Attire: Create jewelry from raw ores, or enhance your clothing, hats or boots using jewelry as raw material.

Tools: Create various items such as gels, keys and sickles.

RECIPE SELECTION

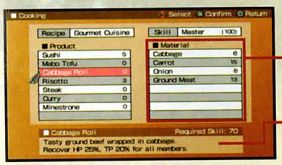
In order to craft items, you will need a "recipe." When you select a category for crafting, a recipe selection screen will appear. Depending on the recipe you select, you will see a create menu (when creating items) or an enhancement menu (when enhancing equipment).

SKILL
The left side shows the rank of your selected item, and the number in ( ) on the right side shows the skill level.

RECIPE LIST

CREATE MENU

Select a product that meets both conditions for ingredient and required skill, then press the ⊗ button to craft the product.



INGREDIENTS
Lists the ingredients necessary to create the selected product. The number on the right is how many you have.

DESCRIPTION OF SELECTED PRODUCT
The "Required Skill" is the skill needed to create the product.

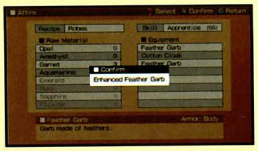
ENHANCE MENU

When enhancing items, select raw materials that have the required skill, then the item you want to enhance.

EQUIPMENT
Lists equipment items that can be enhanced with the selected recipe.

DESCRIPTION OF SELECTED RAW MATERIAL
The "Required Skill" is the skill needed to complete the enhancement with the raw material.

ABOUT SKILL (RANK AND USAGE)



Your main character has skills for each of the 4 craft categories. Your skill may increase as you craft items, and your rank will change according to your skill level. If your skill is low when creating items, you may not be able to create the item even though you have the recipe, or you may fail and end up with a useless item. When enhancing equipment, the higher your skill, the better your item will become.

MENU SCREEN

LIBRARY

When you select "Library," the following 3 menus will appear.

QUEST

If you have accepted a quest, you can see its details here. The information displayed is the same as the Quest Screen.

SYNOPSIS

You can read the storyline up to that point. Newly added synopses will be displayed in blue.

MONSTER BOOK

You can view the data on monsters you have encountered.

STATUS
Shows the level and ability of the monster, as well as how much EXP and Gald you earn by defeating it. See for a description of Weak and Strong Attributes.

ITEM
By pressing the down directional button, you can see what items you can steal from this monster.

ACTIVATING THE MONSTER BOOK

The Monster Book will only show the image and the name of the monster after fighting it. In order to view its status data, you will need to use the item "Magic Lens" or the Priest magic arte "Inspect Magic." Also, only items you have acquired in the past will show up in the "Item" box.

SYSTEM

Here you can save or load game data or change game settings.

SAVE

Save the game data. Select a save slot with the up or down directional buttons, and press the ⊗ button to save.

** When you are in a dungeon, you can only save when you are standing over a save point.*

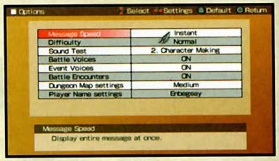
LOAD

If you have saved game data, you can load it here. To load, follow the same steps as in the CONTINUE menu on the Title Screen.

** You can load the game data at any time, but once you load your current play data will disappear. If you want to keep your current game, make sure to save first.*

OPTIONS

You can change various settings such as message speed and game difficulty. If you save the game after changing the settings, those changes will be reflected the next time you load that game data.



RETURN TO TITLE

Exit the game and return to the Title Screen.

BATTLE SCREEN

When you come into contact with a monster symbol in the dungeon, or an event leads to battle, you will enter the Battle Screen.

THE BATTLE SCREEN

Battles occur in real time.

HIT COUNT AND DAMAGE
Shows consecutive hits to the target and the damage inflicted.

TARGET INDICATOR
Shows which target the character will attack.

ARTE BEING EXECUTED

CHARACTER INFORMATION

OTHER DISPLAYS

Damage: The numbers in white show the amount of damage.

Recovery: Blue numbers show HP recovery, and green numbers show TP recovery.

Critical: Indicates heavier damage than normal.

Guard Break: Indicates that character's guard has been broken.

BATTLE MENU SCREEN

Press the △ button during battle to display this screen.

BATTLE MENU
Menu items that can't be selected in the current situation will be marked with a circle with a red line through it.

NAME AND NUMBER OF MONSTERS IN THE CURRENT BATTLE

ACTIVE STRATEGY

BATTLE RULES

In battle, you will control various actions of your main character while the other characters fight automatically. You can also control different characters during battle. You win by defeating all enemies that appear, at which point the Result Screen will appear.

** If the control mode of the character you are controlling is on "Auto," then every character will fight automatically.*

KO

If all party members become KO'd or Petrified, then you will be returned to the town. When this happens, the main character's fame as well as your evaluation from other party members will go down.

RECOVERY

The key to avoiding total defeat is to recover your party's HP frequently. Make sure you are prepared with recovery methods as shown below. Another important tactic is to escape from battles when you are at a disadvantage.

HOW TO RECOVER HP AND TP

Recovery items: There are two types of recovery items: gels and food. However, you can't use food during battle so make sure you stock up on gels.

Priest artes: Be sure to have a character in your party whose job is Priest, as Priests can use artes to recover HP or share TP with other characters.

PHYSICAL AILMENTS AND MAGICAL CHANGES

Enemy attacks may cause physical ailments in characters, or their abilities may change due to effects from items or artes. Icons will appear over the character status display of characters with changes in abilities or physical ailments.

PHYSICAL AILMENT / MAGICAL CHANGE ICONS

- POISON (physical ailment)
- SEALED ARTES (physical ailment)
- PETRIFY (physical ailment)
- DEF UP
- MAGICAL CHANGE DEFENSE
- ATK DOWN
- WEAK (physical ailment)
- PARALYSIS (physical ailment)
- ATK UP
- PHYSICAL AILMENT DEFENSE
- CASTING SPEED UP
- DEF DOWN

PHYSICAL AILMENT GUIDE

Poison: HP decreases over time. Can be cured with items like "Poison Bottle" or the Priest arte "Recover."

Weak: Decreases max HP by half. Can be cured with items like "Weak Bottle" or the Priest arte "Recover."

Sealed Artes: Prevents use of artes. Can be cured with items like "Seal Bottle" or the Priest arte "Recover."

Paralysis: Restricts various actions. Can be cured with items like "Paralysis Bottle" or the Priest arte "Recover."

Petrify: Character is unable to move. Can be cured with items like "Stone Bottle" or the Priest arte "Recover."

KO: HP is 0 and the character is unable to move. Can be cured with items like "Life Bottle" or the Priest arte "Resurrection."

Down: Character is knocked down by enemy attack and temporarily unable to get up. Can be prevented by air recovery.

Stun: Character is temporarily unable to move from current position. Can be cured by pressing the directional buttons repeatedly.

** Physical ailments other than Poison will disappear once the battle is over. You can recover from these ailments (except Down and Stun) with items or artes.*

** You are defeated when all of your party members become Petrified or KO'd.*

RESULT SCREEN

When you will a battle, you will earn EXP or items in the Result Screen. Characters that were KO'd at the end of the battle will gain 1 HP and return to normal status, but they will not earn any EXP.

BATTLE RESULTS

Earned EXP: Shows the EXP you earned.

Bonus EXP: Added to earned EXP. Increases with a higher Max Hit.

Max Hits: Number of hits in a combo against one enemy.

Gald: Shows the Gald you earned.

Time: Time spent in battle. This affects Grade.

Grade: Shows the Grade Points you earned. The amount is affected by actions during battle.

CHARACTER DISPLAY

The following indicates changes in your characters.

Level UP .....Indicates you have leveled up.

New Skill .....Indicates you have learned a new arte.

Green numbers.....Indicates recovered TP.

BATTLE MENU

Press the △ button during battle to pause the battle and display the following 6 menus. Closing the Menu Screen will resume battle.

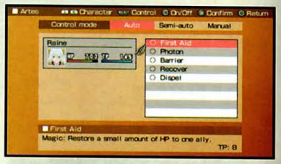
BATTLE MENU 1: ARTES

As in the Normal Menu Screen, you can change the characters' control modes or assign artes. You can also make characters in Auto control mode use artes.

USING ARTES

1) For characters on Auto control mode, select the arte you want to use from the list and press the ✕ button.

2) Using the left and right directional buttons, select the target to use the selected arte on. Press the ✕ button again to confirm. When using an arte on another party member, select your target from the character display.



CHARACTER DISPLAY

BATTLE MENU 2: UNISON ATTACK

You can set the artes used by each character in a Unison Attack.

BATTLE MENU 3: STRATEGY

You can change your strategy or the characters' action settings.

BATTLE MENU 4: EQUIPMENT

You can change the main character's equipment. However, you cannot select this menu while the main character is moving or is in the middle of an attack.

BATTLE MENU 5: TOOLS

You can use items in the "Tools" category.

1) Using the left and right directional buttons, select the character that will use the item and press the ✕ button.

2) Select the tool you want to use from a list of items available during battle. After that, use the same steps as when using the artes to select a target.

BATTLE MENU 6: ESCAPE

When you select "Escape" a gauge appears on the upper left corner of the screen. When the gauge runs out, you escape the battle. While the gauge is decreasing, the "Escape" command in the menu changes to "Cancel Escape," which can be selected to return the gauge to full. If a monster contacts you from behind or if a battle begins from an event, you will not be able to escape.

GAUGE / TIME UNTIL ESCAPE
The number next to the gauge indicates the time left.

AFTER ESCAPING

After you escape a battle, the monster symbol of the enemy you were fighting right before you escaped will be flashing, and contacting it will not get you into battle.

BATTLE ACTION

The following illustrates how to control characters that are on Semi-Auto and Manual control modes. The same commands will result in different actions based on the character and the job.

The icons [⬆, ⬇, ⬅, ➡] below correspond to the up, down, left, and right directional buttons.

MOVING AND JUMPING

Here are the ways to move your character.

DASH: [⬅ / ➡]

Press the left and right directional buttons to dash toward that direction.

FREE RUN: analog stick

You can run around freely in any direction using the analog stick.

JUMP: ⬆
(on Semi-Auto, ● button + ⬆)

If the control mode is on Manual, you can press the up directional buttons to jump. If the control mode is on Semi-Auto, press the up directional button while holding down the ● button to jump.

SELECTING TARGETS

When there are multiple enemies, you can toggle through the targets by pressing the R button. You can also hold down the R button to pause the battle, then use the left and right directional buttons to select your target.

CHARACTER CONTROL SETTINGS

During battle, you control the character in Semi-Auto control mode or Manual control mode (player character). You can change the player character and the control modes with the following steps.

PLAYER CHARACTER
Indicated by "PC" over the character display.
The other characters will say "NPC."

CHANGING PLAYER CHARACTERS

While in the Battle Menu Screen, press the START button to swap the main character's display with the character to the right. The swapped character will then become the player character.

* *The new player character will be assigned the same control mode as the original player character.*
* *All non-player characters will automatically switch to Auto control mode.*

CHANGING CONTROL MODES

Press the SELECT button while in the Battle Menu Screen to change the character control mode.

STRATEGY CHANGE SHORTCUT

Press the L button while in the Battle Menu Screen to change your strategy.

BATTLE ACTION

ATTACK

These are basic attacks using weapons. Characters recover a small amount of TP when they hit an enemy with a normal attack. The following are basic categories of attacks, but they will vary somewhat depending on the class.

NORMAL ATTACK

BASIC ATTACK: ⊗ button

Press the left and right directional buttons to dash toward that direction.

LOW ATTACK: ↓ + ⊗ button

Effective against enemies in a lower position.

MID ATTACK: [← / →] + ⊗ button

A frontal attack. As a Warrior, you swing your weapon up.

HIGH ATTACK: ↑ + ⊗ button

Effective against flying enemies and those in a higher position.

JUMP ATTACK

JUMP SLASH ATTACK: ⊗ button while jumping

If you are a Warrior, you swing your weapon down in midair.

JUMP STAB ATTACK: ↓ + ⊗ button while jumping

If you are a Warrior, this is the same attack as the jump slash attack.

THREE-HIT NORMAL ATTACK

If you enter normal attack commands consecutively, you can chain up to 3 attacks. You can combine any type of attack, and during a chain the action will change for the second and third attack. Shown below is one example of a chain attack.

COMBOS

Combos happen when you connect normal attacks with artes without being countered by the enemy. Typically you would chain together increasingly powerful attacks such as basic attack ➡ base arte ➡ arcane arte.

DEFENSE

There are 4 types of defenses against the enemy as shown below.

GUARD: ◉ button

Lowers damage received by physical attacks as well as guard against attacks from the back.

MAGIC GUARD: ◉ button + ↓

Lowers damage received by magic attacks.

CRITICAL GUARD: ◉ button + [←/→] (in the direction you are facing)

Greatly lowers damage from physical attacks. With certain jobs, you can slip through the enemy to maneuver behind them.

BACKSTEP: ◉ button+ [←/→] (in the opposite direction you are facing)

Jumps backward to avoid an attack.

ABOUT GUARD BREAK

If you keep guarding against physical attacks, a Guard Break may occur. When this happens, you will be temporarily immobilized and vulnerable to attacks, so be careful.

AIR RECOVERY

An enemy attack can knock you down, but by pressing the ◉ button with the right timing, you can recover in midair and avoid being downed.

RECOVERING FROM STUN

An enemy attack can sometimes stun you. While you will recover on your own after a certain time, you can speed up the process by pressing repeatedly the directional buttons.

USING ARTES

The artes that you have assigned in the Menu Screen can be accessed easily with a combination of the ◉ button and the directional buttons. You can also access the artes from the "Artes" section of the Battle Menu Screen.

◉ BUTTON — Fang Blade
[⬆] + ◉ BUTTON — Demon Fist
[⬇] + ◉ BUTTON — Havoc Strike
[⬅ / ➡] + ◉ BUTTON — Crescent Strike

CASTING SPELLS AND SELECTING TARGETS

When you use a magic arte, your casting will begin followed by the arte execution. If you guard or take an enemy attack while casting, the arte is canceled. When using artes like "First Aid" which is geared for your allies, select your target while casting, as shown in the example below.

1) When you enter the "First Aid" command successfully, casting will begin and a cursor will appear over the character display.

2) Select your target using the left and right directional buttons before you finish casting.

ARTES SHORTCUT

The artes that you have assigned to shortcuts in the Menu Screen can be accessed using the steps below. This will work for characters on Auto control mode as well.

L BUTTON + [⬆] — First Aid
L BUTTON + [⬇] — Fire Ball
L BUTTON + [⬅] — T. Tiger Blade
L BUTTON + [➡]

ABOUT ATTRIBUTES

Some artes have elemental attributes. Also, some enemies have Strong or Weak Attributes. You can view the enemy's attribute by using artes like "Inspect Magic" and items like "Magic Lens." If you use artes that have attributes that the enemy is weak against, you can inflict heavier damage. On the other hand, your damage will decrease if you use artes with attributes that the enemy is strong against, so be sure to use them effectively.

ATTRIBUTE ICONS

OVER LIMIT

Whenever your attacks hit the enemy or you take damage, the Over Limit gauge will increase. When the gauge is full, the words "OVER LIMIT" will appear, at which point you can press the L + R buttons to activate Over Limit. The Over Limit gauge will carry over after the battle is over, but once you return to town it goes back to zero.

EFFECTS OF OVER LIMIT

Once Over Limit is activated, you can fight in a powered up state until the gauge runs out. Upon activation, the enemies near you will be blown away and downed.

MAIN EFFECTS OF OVER LIMIT

- Normal attacks and artes will have increased power.
- Casting time will decrease for magic artes.
- You won't be staggered by enemy attacks.

MYSTIC ARTES

Characters will learn mystic artes upon meeting certain conditions. This is the most powerful form of arte, and although you will need to meet specific conditions before you can use them, they are definitely worth learning.

UNISON ATTACK

If you meet certain conditions during battle, the Unison Attack display will appear on the lower right corner of the screen. When this happens, hold down the ● button and press the ✕ button to use a powerful Unison Attack.

CONDITIONS FOR UNISON ATTACK

- You have 4 party members, and the Over Limit gauge of the player character is full.
- At least one character has artes assigned in the "Unison" menu.

COMMAND SCREEN

When the Unison Attack is activated, you will enter the command screen. If you successfully enter the commands in this screen, you will be able to hit the target with each member's artes in succession.

Photon
2 Hits
Dual Crescent
Photon
SUCCESSFUL INPUT DISPLAY
Shows the character with a successful Unison Attack command entry as well as the name of the arte used.
TIME LIMIT GAUGE
CHARACTERS WHO CAN ACCEPT COMMANDS
The characters whose names are highlighted can accept commands during the Unison Attack.

UNISON ATTACK CONTROLS

The commands are entered for each character using a combination of action buttons and directional buttons. If you enter the commands successfully, the characters will use those artes. Once a character executes your command you can no longer enter commands for that character, so you should move onto the next character accepting commands. The Unison Attack will end once the time limit gauge runs out.

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NOTES

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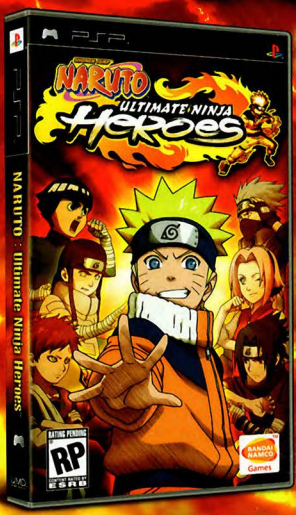

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Mild Language / *Langage grossier*
Suggestives Themes / *Thèmes suggestifs*

ESRB CONTENT RATING
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